

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A computer readable recording medium in which an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense ~~[[via]]~~ using a ball character ~~used as a game medium~~, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations which input a movement direction as input, and ~~button~~ depression operations of a pointing device ~~with at least one button~~ by the player; said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step~~[[,]]~~ :

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side,

designation of instructions for offensive action of a batter character is accomplished by operation of said pointing device when the game player's team is the offensive side, and

selection and effectuation of ~~pitching~~ a pitching throw or a pickoff throw as said pitching action is accomplished by conversion of a directional moving operation of the pointing device common to both the pitching throw and the pickoff throw, the selection and effectuation of the pitching throw and the pickoff throw being accomplished by the following ordered combination of player inputs:

a first input operation of the pointing device which is the directional moving operation of said pointing device inputting a movement direction as input which is common to effectuation of both the pitching throw and the pickoff throw; and

a second input operation of the pointing device, which is one of two different depression

operations of the at least one button provided on said
pointing device, wherein:

when the second input
operation is a first depression
operation of the two different
depression operations, the movement
direction of the first input operation
is converted to an effectuation
command to effectuate the pitching
throw; and [[,]]

when the second input
operation is a second depression
operation of the two different
depression operations, the movement
direction of the first input operation
is converted to an effectuation
command to effectuate the pickoff
throw; and

designation of a base that is to be picked off is accomplished
by [[a]] the directional moving operation of said first input

operation of said pointing device when the player's team is the defensive side; and

~~wherein said designation of the instruction for the pitching and the designation of the base to be picked off by the pickoff throw is accomplished by the moving operation of the pointing device before said selection of pitching or pickoff throw by the different operations of the at least one button provided on said pointing device.~~

2. (Currently Amended) The computer recording medium according to claim 1, wherein said pointing device has ~~at least two buttons including~~ a first button and a second button for accepting said depression operations, and said two different depression operations ~~selection of pitching or pickoff throw is~~ accomplished by performing different button operations with respect to said first button and second button.

3. (Previously Presented) The computer recording medium according to claim 1, wherein designation of instructions for the pitching indicating a type of

pitch is accomplished by the directional moving operation of said pointing device in cases where pitching is selected as the pitching action of said pitcher character.

4. (Previously Presented) The computer recording medium according to claim 1, wherein designation of instructions for a course of the pitch is accomplished by the directional moving operation of said pointing device in cases where pitching is selected as the pitching action of said pitcher character.

5. (Original) The computer recording medium according to claim 4, wherein the operation designating instructions for said course of the pitch is received after the pitching action of the pitcher character is initiated.

6. (Canceled)

7. (Original) The computer recording medium according to claim 1, wherein parameters that define respective abilities are set in the pitcher character of said player's team, and these parameters are altered in accordance with the pitching results.

8. (Currently Amended) A game server which is accessible from a computer operated by a player via a network, and which has a computer readable recording medium on which an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense ~~[[via]] using a ball character used as a game medium~~, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations ~~which input a movement direction as input~~, and ~~button depression~~ operations of a pointing device ~~with at least one button~~ by the player, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step~~[[.]]~~ :

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side,

designation of instructions for offensive action of a batter character is accomplished by operation of said pointing device when the game player's team is the offensive side, and

selection and effectuation of ~~pitching~~ a pitching throw or a pickoff throw as said pitching action is accomplished by conversion of a directional moving operation of the pointing device common to both the pitching throw and the pickoff throw, the selection and effectuation of the pitching throw and the pickoff throw being accomplished by the following ordered combination of player inputs:

a first input operation of the pointing device which is the directional moving operation of said pointing device inputting a movement direction as input which is common to effectuation of both the pitching throw and the pickoff throw; and

a second input operation of the pointing device, which is one of two different depression operations of the at least one button provided on said pointing device , wherein:

when the second input
operation is a first depression
operation of the two different
depression operations, the movement
direction of the first input operation
is converted to an effectuation
command to effectuate the pitching
throw; and [[,]]

when the second input
operation is a second depression
operation of the two different
depression operations, the movement
direction of the first input operation
is converted to an effectuation
command to effectuate the pickoff
throw; and

designation of a base that is to be picked off is accomplished
by [[a]] the directional moving operation of said first input
operation of said pointing device when the player's team is the
defensive side; ~~and~~

~~wherein said designation of the instruction for the pitching and the designation of the base to be picked off by the pickoff throw is accomplished by the moving operation of the pointing device before said selection of pitching or pickoff throw by the different operations of the at least one button provided on said pointing device.~~

9. (Currently Amended) A game progress control method for controlling a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense ~~[[via]] using a ball character used as a game medium~~, said game progress control method comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations ~~which input a movement direction as input~~, and ~~button~~ button depression operations of a pointing device ~~with at least one button~~ by the player, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side,

designation of instructions for offensive action of a batter character is accomplished by operation of said pointing device when the game player's team is the offensive side, and

selection and effectuation of ~~pitching~~ a pitching throw or a pickoff throw as said pitching action is accomplished by conversion of a directional moving operation of the pointing device common to both the pitching throw and the pickoff throw, the selection and effectuation of the pitching throw and the pickoff throw being accomplished by the following ordered combination of player inputs:

a first input operation of the pointing device which is the directional moving operation of said pointing device inputting a movement direction as input which is common to effectuation of both the pitching throw and the pickoff throw; and

a second input operation of the pointing device, which is one of two different depression operations of the at least one button provided on said pointing device , wherein:

when the second input operation is a first depression operation of the two different depression operations, the movement direction of the first input operation is converted to an effectuation command to effectuate the pitching throw; and [[,]]

when the second input operation is a second depression operation of the two different depression operations, the movement direction of the first input operation is converted to an effectuation command to effectuate the pickoff throw; and

designation of a base that is to be picked off is accomplished by ~~[[a]]~~ the directional moving operation of said first input operation of said pointing device when the player's team is the defensive side; and

~~wherein said designation of the instruction for the pitching and the designation of the base to be picked off by the pickoff throw is accomplished by the moving operation of the pointing device before said selection of pitching or pickoff throw by the different operations of the at least one button provided on said pointing device.~~

10. (Canceled)

11. (Currently Amended) A computer readable recording medium in which ~~[[a]]~~ an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense ~~[[via]]~~ using a ball character ~~used as a game medium~~, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operation and button operation of a mouse with a first button and a second button by the player; and

proceeding the baseball game based on the input made by the game player; wherein in said receiving step [[,]]:

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said mouse when the player's team is the defensive side,

designation of instructions for offensive action of a batter character is accomplished by operation of said mouse when the game player's team is the offensive side, and

selection and effectuation of a pitching throw or a pickoff throw as said pitching action is accomplished by conversion of a directional moving operation of the pointing device common to both the pitching throw and the pickoff throw, the selection and effectuation of the pitching throw and the pickoff throw being accomplished by the following ordered combination of player inputs:

a first input operation of the pointing device
which is the directional moving operation of said
pointing device inputting a movement direction as
input which is common to effectuation of both the
pitching throw and the pickoff throw; and

a second input operation of the pointing
device, which is a depression operation of a selected
corresponding one of said first and said second
buttons of the mouse, wherein:

when the second input
operation is a first depression
operation of said first button, the
movement direction of the first input
operation is converted to an
effectuation command to effectuate
the pitching throw; and [[,]]

when the second input
operation is a second depression
operation of said second button, the
movement direction of the first input

operation is converted to an
effectuation command to effectuate
the pickoff throw; and

designation of a base that is to be picked off is accomplished
by [[a]] said directional moving operation of said first input
operation of said mouse when the player's team is the defensive
side; and

~~wherein said designation of the instruction for the pitching~~
~~and the designation of the base to be picked off is accomplished by~~
~~the directional moving operation of the mouse before said selection~~
~~of pitching or pickoff throw by the operation the select one of said~~
~~first and second buttons.~~

12. (Currently Amended) A computer readable recording medium in
which a game progress control program is recorded to control a progress of a
baseball game in which a game player's team and a computer-controlled team or
competitor's team alternately play offense and defense [[via]] using a ball character
~~used as a game medium~~, said game progress control program comprising the steps
of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations and button operations of the player with respect to a mouse with a first button and a second button; and

proceeding the baseball game based on the input made by the game player; wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher character is accomplished by operation of said mouse when the player's team is the defensive side,

designation of instructions for the offensive action of a batter character is accomplished by operation of said mouse when the game player's team is the offensive side, [[and]]

the designation of instructions for the pitching action includes selection and effectuation of a pitching throw or a pickoff throw as said pitching action accomplished by conversion of a directional moving operation of the pointing device common to both the pitching throw and the pickoff throw, the selection and effectuation of the pitching throw and the pickoff throw being

accomplished by the following ordered combination of player inputs

:

a first input operation of the pointing device
which is the directional moving operation of said
pointing device inputting a movement direction as
input which is common to effectuation of both the
pitching throw and the pickoff throw; and

a second input operation of the pointing
device, which is a depression operation of a selected
corresponding one of said first and said second
buttons of the mouse, wherein:

when the second input
operation is a first depression
operation of said first button, the
movement direction of the first input
operation is converted to an
effectuation command to effectuate
the pitching throw; and

when the second input
operation is a second depression
operation of said second button, the
movement direction of the first input
operation is converted to an
effectuation command to effectuate
the pickoff throw;

selection of a type of a pitch to be thrown as the pitching action from among a first pitch type, a second pitch type and a third pitch type is accomplished by [[a]] said directional moving operation of said first input operation of the mouse being respectively to a right direction, a top direction, or a left direction followed by operation of one of the first and second buttons of the mouse; and

selection of a base for a pickoff throw as said pitching action from among a throw to a first base, a second base, or a third base is accomplished by [[a]] said directional moving operation of said first input operation of the mouse being respectively to a right

direction, a top direction, or a left direction followed by operation of another one of the first and the second buttons of the mouse.

13. (Canceled)

14. (Currently Amended) The computer recording medium according to claim [[13]] 1, wherein:

said depression operation of said pointing device ~~[[has]]~~ are input via a first button and a second button ~~[[and]]~~ ;

said directional moving operation of said first input operation of the pointing device is taken as the pitching instruction to the pitcher character when the first button is depressed by the game player as said second input operation after said directional moving operation of the pointing device is accomplished in said receiving step; and

said directional moving operation of said first input operation of the pointing device is taken as the instruction of the pickoff throw where the base to which the pickoff throw is to be made when both the first and the second buttons are depressed by the game player as said second input operation after said directional moving operation of the pointing device is accomplished in said receiving step.

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